

A New Method to Evaluate, Optimize and Forecast Human and Robot Performance in 21st Century Space Operations

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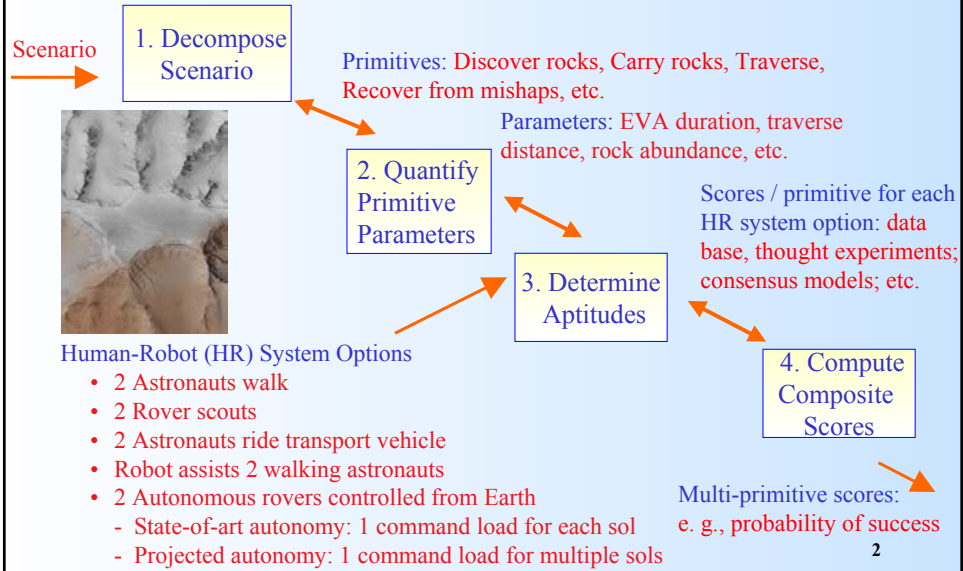
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More In-Depth Quantitative Analysis is Needed to Assess Human-Robot Roles in 21st Century Space Operations

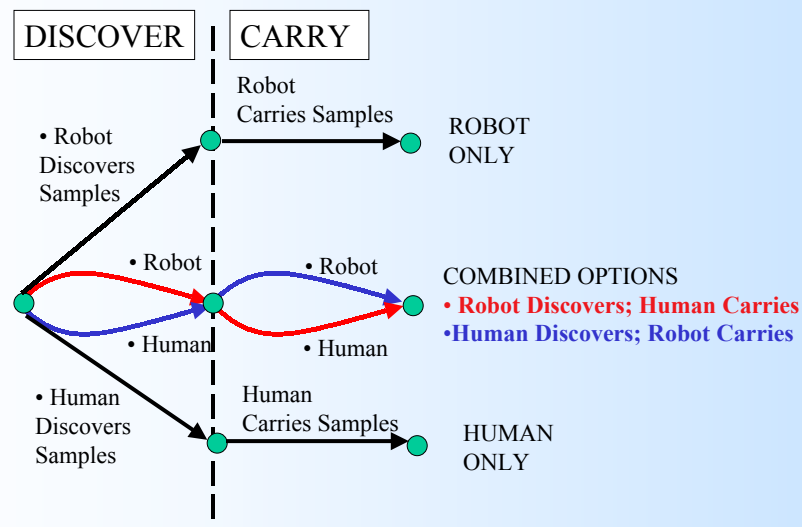
- Relative strengths of humans and robots in performing a wide variety of tasks is well-established **CONCEPTUALLY**
 - Humans are unequaled in unstructured situations
 - Robots are good at high-risk access
 - Etc.
- There is a wealth of **EXPERIENCE** to validate these general notions
 - Armstrong's decision-making in lunar terminal descent maneuver could not have been done reliably with robotic spacecraft
 - Robots have gone to "worse-than-hell" places (Venus, Jupiter) not currently accessible to humans
- Systematic comparisons that validate these general concepts have not been fully investigated for a wide range of envisioned surface operations
 - Need standardized **METRICS** to quantify performance
 - Need rigorously defined criteria to **EVALUATE** relative performance

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Human-Robot Performance Evaluation Process



Example: 4 Ways to Do Sequence of 2 Primitives



Aptitude Scoring Table

Performance, Resources & Value-Added

PRIMITIVES	Human	Log	Robot	Log	Human &	Log
	Only	Ratio	Only	Ratio	Robot	Ratio
Discover Samples	8.0	0.0	2.0	-2.0	9.0	0.2
Carry Samples	3.0	0.0	7.0	1.2	8.0	1.4
Relative Performance (bits)		0.0		-0.8		1.6
RESOURCE DEMAND						
System Mass (kg)	140.0	0.0	50.0	-1.5	190.0	0.4
Power (kW)	0.5	0.0	1.0	1.0	1.5	1.6
Relative Resources (bits)		0.0		-0.5		2.0
Relative Value Added (bits)		0.0		-0.3		-0.4

- Log Ratio = $\log_2(\text{Agent Score}/\text{Reference Score})$
- Human-only score is used as reference in the table
- Other references can be used (robot only; human & robot; requirements; etc.)
- Relative Value = Log Ratio(performance) - Log Ratio (Resources)
- Use of Log Ratios simplifies book-keeping among many other benefits

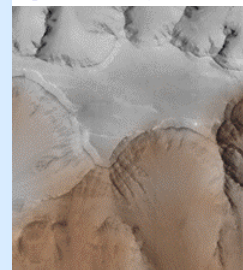
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Field Geology and Sample Collection Scenario

--Discover & Collect Sedimentary Rocks--

- Single EVA Primitives & Requirements
 - Traverse – max. safe range; rough, unexplored terrain
 - Discover rocks - sedimentary; low % abundance
 - Carry rocks - mixed collection & sedimentary
 - Recover from mishaps - likelihood of safe return
 - Be there - EVA duration
- Other Important Mission Primitives
 - Process rock samples
 - Analyze in-situ & prepare for return to Earth
 - Deploy special payloads
 - ISRU oxygen generator
 - Habitat infrastructure (re-visitable)
 - Power generator & deep drill

Gullies of Mars Valles Marineris. Original image from NASA/JPL/Malin Space Science Systems



*Derived from Section 2.3, Page 21, "The Mars Surface Reference Mission," S. J. Hoffman, Ed., Oct. 1998.

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A Brief Description of Each Phase in Evaluation Process
--Applied to Field Geology & Sample Collection Scenario--

<p>1. Decompose Scenario</p> <ul style="list-style-type: none"> • Identify Major Functions: Discover & Identify Rocks; Carry Rocks, Traverse, Recover from Mishaps • Organize by Scale & Resolution: Astronomical; Planet Globe; Regional; Local Site; System; Sub-System; Components; etc. • Down-Select to Primitives to be Used for System Evaluation 	<ul style="list-style-type: none"> • 2. Quantify Primitive Parameters • Find & Identify Rocks: % Rock Abundance; Single Trial Probability of Success; Sampling Rate; Rock Sampling Time; Expected # of Rock Finds; Effective Traverse Rate • Carry Rocks: Total Rock Mass & Volume; Loaded Traverse Rate; Traverse Time; Distance • Recover from Mishaps: Single Mishap Probability of Recovery; Expected Number of Mishaps; Probability of Safe Return
<p>3. Determine HR System Aptitudes</p> <ul style="list-style-type: none"> • Identify HR System Options & Resources: human only; robot only; combined human-robot; etc. • Evaluate HR System Performance: thought experiments; models; data bases; analysis • Quantify HR System Option Resource Demands: mass; power; volume; risk margins; etc. • Determine Aptitude Scores for Each Primitive and HR System Option 	<p>4. Compute Composite Scores</p> <ul style="list-style-type: none"> • Design Multi-Primitive Tree: Each tree branch represents a primitive score • Compute Composite System Resources: total mass; power, volume, etc. • Compute Composite Tree Scores: total performance metrics, e.g., probability of success • Compute Value-Added: relative performance - relative resources with respect to selected reference

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Main Issues in Field Geology & Sample Collection

How to get best performance

- Compare levels of performance that can be achieved by various candidate human-robot surface system configuration options
 - 2 EVA Astronauts Walk
 - 2 Rover Scouts
 - 2 EVA Astronauts Ride Rover
 - Robot Assists 2 Walking EVA Astronauts
 - 2 Autonomous Robots Controlled from Earth

Given that safety is a primary concern

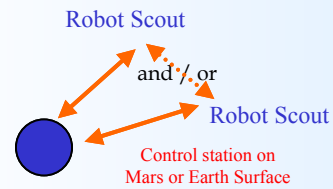
- “Crew safety concerns when entering a region highly dissimilar from any explored before or an area with a high potential for biological activity may dictate the use of a rover in advance of the crew.”

[Exploration Field Work, Section 2.3, Page 21, Mars Surface Reference Mission: A Description of Human Robotic Activities, edited by S. J. Hoffman, Oct., 1998]

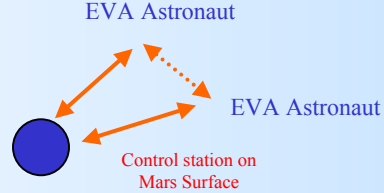
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Illustration of Human-Robot Surface System Options

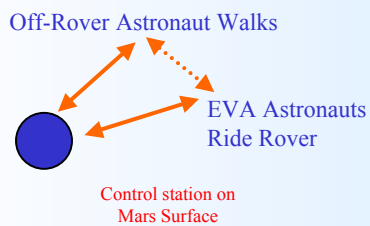
Rover Scouts: low mass; speed;
extended range; tele-present geologist



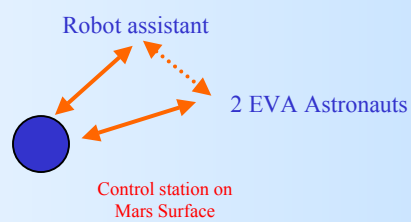
2 EVA Astronauts Walk: in-situ expert
geologist; moderate range



2 EVA Astronauts Ride Rover



Rover-Assists 2 Astronauts:
joint surveys; load sharing

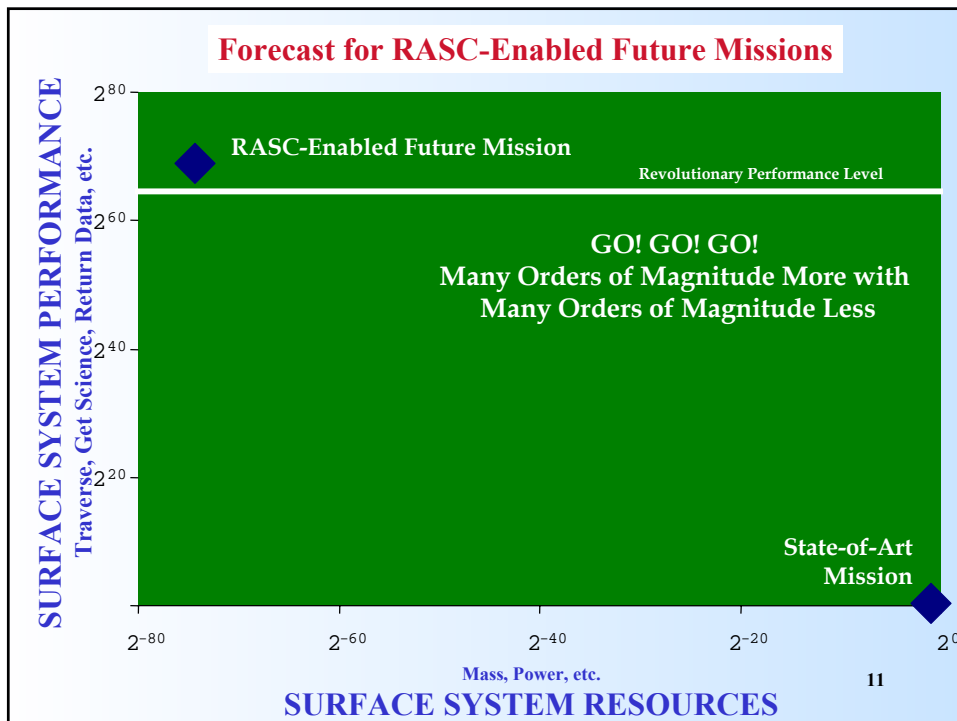
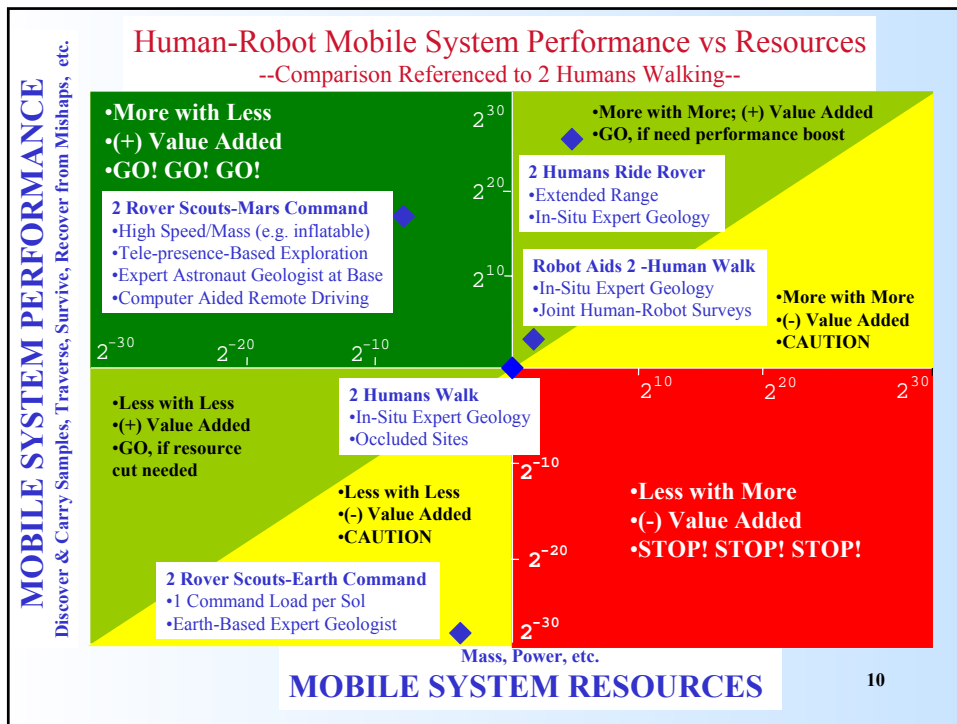


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Qualitative Assessment of 5 System Options

Human-Robot Surface System Options	Performance of System Options	Mobile Resources Required
2 EVA Astronauts Walk	Limited Range; at-the-site expert geology	Moderate mass; power
2 EVA Astronauts Ride Rover	Extended range; at-the-site expert geology	Higher mass; power
2 Rover Scouts Controlled from Mars Base	Expert geology tele-presence; extended range	Low mass; low power
Robot Assists 2 EVA Astronauts	Coordinate area coverage; load carry aid	Moderate-Plus mass; power
2 Robots Controlled from Earth	Low effective traverse rate; high autonomy	Lowest mass & power

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Revolutionary SUPER-HUMAN Skills

Functions	In-Space SOA Performance	Revolutionary Performance
BREATHE	Heavy Back-Pack	Miniaturized ISRU Unit
WALK	Suit-Impaired	Suit-Augmented
TALK	Discrete/Selected Sites	Distributed/Selectable; wide-bandwidth
GRASP	Glove Impaired	Glove Augmented
HOP	Short range; unsafe	Long range; safe
TOUCH	Glove Impaired	Glove Augmented
SEE	Daylight; headgear impaired	Day/Night; Multi-Spectral; Zoom In/Out
THINK	Supreme	Supreme-Plus-Plus
THROW	Suit Impaired	Suit Augmented
OTHER	Limited by Human Physiology & Suit	Expands Range of Natural Human Skills

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Revolutionary SUPER-ROBOT Skills

Functions	In-Space SOA Performance	Revolutionary Performance
SURVIVE	Solar Power	Live-off-Land
TRAVERSE	Benign Terrain	High-Risk Terrain
COMMUNICATE	Discrete/Selected Sites	Distributed/Selectable; wide-bandwidth
GRASP	Few DOF; small force	Many DOF; large force
HOP	Limited Range; unsafe	Unlimited Range; Safe
TOUCH	Point Sensors	Distributed Skins
SEE	Daylight; headgear impaired	Day/Night; Multi-Spectral; Zoom In/Out
THINK	Moderate	Supreme
LIFT	Low-g Heavy	High-g Heavy
WORK	Focused on Human-Scale Robot; some R & D on miniaturization	Expands Range in size, perception, cognitive and motor skills

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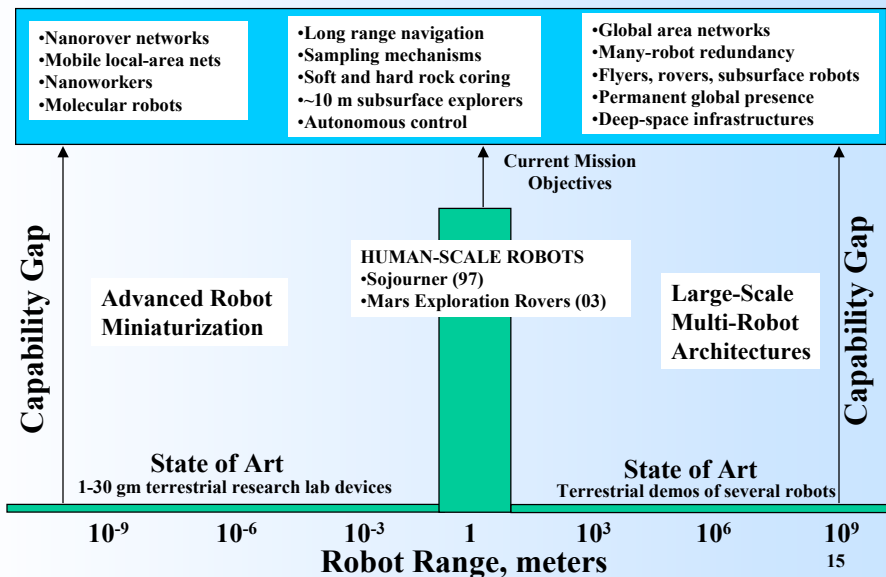
SUPER HUMAN+ROBOT ARCHITECTURES

(One Plus One = 999 Billion)

Functions	In-Space SOA Performance	Revolutionary Performance
EXPLORE	Remote Robot Controlled from Earth or LEO	1 Controller Commands Many Robots at Once
MANIPULATE	SRMS & ISS RMS	1 Controller Commands Robot Work Crew
ACCESS	10s of Meters	Multi-Scale; from Nano-to-Macro Scales
WORK	Servicing & Assembly in LEO	Heavy-Duty Assembly; Excavation; Terraform
INTERACT (Human & Robot)	Limited-Autonomy; teleoperation	Minimalist; highest-level commands
COOPERATE	Robot Manipulator Assists Astronauts	Cooperative Human-Robot Teams (beyond LEO)

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Future Human-Robot Architectures (Plenty of Room at the Bottom & Top)



Concluding Remarks

- It is possible to conduct QUANTITATIVE ASSESSMENTS of human, robot, and hybrid human-robot systems
 - Organize very difficult set of issues into a methodical framework
 - Produce results that are easy to interpret and understand
 - Provide comparisons that can be verified, or changed rationally if needed
 - Many different data types (numerical, logical, probabilities, etc.)
- A STANDARD REFERENCE can be selected and CHANGED easily by the user of the method.
 - HUMAN-CENTERED or ROBOT-CENTERED
 - OPTION X-CENTERED (Selectable by User)
- Value of being able to go back-and-forth from Human-Centered to Robot-Centered and to any designated point of view
 - Tools for impartial, analytical discussion of human-robot roles
 - Comparisons that can be free of bias and pre-conceived notions
- Additional case studies will extend applicability of the method, e.g.,
 - DISCOVER primitive (Serendipity-Based)
 - Super-Human-Robot Architectures
 - Humans Beyond Mars

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